

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - a plurality of symbols including at least one non-terminator symbol and at least one terminator symbol;
 - a display device adapted to display the symbols to a player; and
 - a processor operable with said display device to enable the player to select at least one of the symbols, provide a value to the player if the selected symbol is a non-terminator symbol, and provide another value to the player if said selected symbol is a terminator symbol, wherein said value is at least partially based on the number of non-terminator symbols not selected.
2. The gaming device of Claim 1, wherein said plurality of symbols includes a plurality of non-terminator symbols.
3. The gaming device of Claim 1, wherein said plurality of symbols includes a plurality of terminator symbols.

4. A gaming device comprising:

- a plurality of symbols including at least one non-terminator symbol and at least one terminator symbol;
- a display device adapted to display the symbols to a
- 5 player; and
- a processor operable with said display device to:
 - (a) enable the player to select one of said symbols not previously selected by the player;
 - (b) provide a value to the player if said selected
 - 10 symbol is a non-terminator symbol;
 - (c) provide another value to the player if the selected symbol is a terminator symbol, wherein said value is at least partially based on the number of non-terminator symbols not previously selected; and
 - 15 (d) repeat steps (a) to (c) at least once if the selected symbol is a non-terminator symbol.

5. The gaming device of Claim 1, wherein said plurality of symbols includes a plurality of non-terminator symbols.

20

6. The gaming device of Claim 1, wherein said plurality of symbols includes a plurality of terminator symbols.

7. A gaming device comprising:
a plurality of player selectable selections;
at least one terminator, wherein each terminator is
5 associated with one of said player selectable selections;
a display device adapted to display said selections to a
player; and
a processor operable with said display device to enable
the player to select at least one of said selections, provide a first award
10 to the player if said player selected selection is not associated with one
of said terminators and provide a second award to the player if said
player selected selection is associated with one of said terminators,
wherein said second award is at least partially based on the number of
non-selected selections that are not associated with one of said
15 terminators.

8. The gaming device of Claim 7, wherein said second
award is based on providing a value to the player a number of times,
wherein said number of times is at least partially based on the number
20 of non-selected selections that are not associated with one of said
terminators.

9. The gaming device of Claim 7, wherein said second
award is based on providing a number of values to the player, wherein
the number of provided values is at least partially based on the number
of non-selected selections that are not associated with one of said
5 terminators.

10. The gaming device of Claim 7, which includes a plurality
of terminators associated with a plurality of said player selectable
selections.

10

11. A gaming device comprising:
- a plurality of player selectable selections;
 - at least one terminator, wherein each terminator is associated with one of said player selectable selections;
 - 5 a display device adapted to display said selections to a player; and
 - a processor operable with said display device to:
 - (a) enable the player to select at least one of said selections not previously selected by the player;
 - 10 (b) provide a first award to the player if the player selected selection is not associated with one of said terminators;
 - (c) provide a second award to the player if the player selected selection is associated with one of said terminators, wherein said second award is at least partially based on the number of non-
 - 15 selected selections that are not associated with one of said terminators; and
 - (d) repeat steps (a) to (c) at least once if the player selected selection is not associated with one of said terminators.
- 20 12. The gaming device of Claim 11, wherein said second award is based on providing a value to the player a number of times, wherein said number of times is at least partially based on the number of non-selected selections that are not associated with one of said terminators.

13. The gaming device of Claim 11, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of non-selected selections that are not associated with one of said
5 terminators.

14. The gaming device of Claim 11, which includes a plurality of terminators associated with a plurality of said player selectable selections.

15. A gaming device comprising:
a plurality of selections;
a terminator associated with one of said selections;
a first award associated with one of said selections;
5 a display device adapted to display said selections to a
player; and
a processor operable with said display device to cause a
selection of at least one of said selections, provide any first award
associated with said selected selection to the player if the selected
10 selection is not associated with said terminator, and provide a second
award to the player if the selected selection is associated with said
terminator, wherein said second award is at least partially based on the
number of non-selected selections that are not associated with said
terminator.

15

16. The gaming device of Claim 15, wherein said second
award is based on providing a value to the player a number of times,
wherein said number of times is at least partially based on the number
of non-selected selections that are not associated with said terminator.

20

17. The gaming device of Claim 15, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of non-selected selections that are not associated with said terminator.

5

18. The gaming device of Claim 15, which includes a plurality of terminators associated with a plurality of said selections.

19. The gaming device of Claim 15, which includes a plurality of first awards, wherein each first award is associated with one of said selections.

10

20. A gaming device comprising:

- a plurality of selections;
- at least one terminator, wherein each terminator is associated with one of said selections;
- 5 a plurality of first awards, wherein each first award is associated with one of said selections;
- a display device adapted to display said selections to a player; and
- a processor operable with said display device to:
 - 10 (a) cause a selection of one of said selections not previously selected;
 - (b) provide any first award associated with said selected selection to the player;
 - (c) provide a second award to the player if the
 - 15 terminator is associated with said selected selection, wherein said second award is at least partially based on the number of non-selected selections that are not associated with any terminators; and
 - (d) repeat steps (a) to (c) at least once if the selected selection is not associated with any terminators.

20

21. The gaming device of Claim 20, wherein said second award is based on providing a value to the player a number of times, wherein said number of times is at least partially based on the number of non-selected selections that are not associated with any terminators.

5

22. The gaming device of Claim 20, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of non-selected selections that are not associated with any terminators.

10

23. The gaming device of Claim 20, which includes a plurality of terminators associated with a plurality of said selections.

24. A gaming device comprising:

- a plurality of selections;
- a plurality of values, wherein each of said values is associated with one of said selections;
- 5 at least one terminator associated with one of said selections;
- a display device operable to display said selections to a player;
- and
- a processor operable with said display device to:
 - (a) cause a selection of one of said selections not previously
 - 10 selected;
 - (b) provide any value associated with said selected selection to the player;
 - (c) repeat steps (a) to (c) until one of the terminators is associated with said selected selection; and
 - 15 (d) provide an award to the player, wherein said award is at least partially based on the number of non-selected selections that are not associated with one of the terminators.

25. The gaming device of Claim 24, wherein said processor

20 is operable to enable the player to select one of said selections.

26. The gaming device of Claim 24, wherein said award is based on providing one of said values to the player a number of times, wherein said number of times is at least partially based on the number of non-selected selections that are not associated with one of the
5 terminators.

27. The gaming device of Claim 24, wherein said award is based on providing a number of said values to the player, wherein the number of provided values is at least partially based on the number of
10 non-selected selections that are not associated with one of the terminators.

28. The gaming device of Claim 24, wherein each of said selections is associated with one of said values.
15

29. The gaming device of Claim 24, which includes a plurality of terminators associated with a plurality of said selections.

30. A method of operating a gaming device, said method comprising:

(a) displaying a plurality of symbols including at least one non-terminator symbol and at least one terminator symbol;

5 (b) enabling a player to select at least one of the symbols;

(c) providing a value to the player if one of the non-terminator symbols is selected by the player; and

(d) providing another value to the player if one of said terminator symbols is selected by the player, wherein said value is at least partially based on the number of non-terminator symbols not selected.

31. The method of Claim 30, which includes repeating steps (b) to (d) at least once if one of said non-terminator symbols is selected by the player.

32. The method of Claim 30, which includes the step of operating the gaming device through a data network.

20 33. The method of Claim 32, wherein the data network is an internet.

34. The method of Claim 30, wherein computer instructions for implementing steps (a) to (d) are stored in a memory device.

35. A method for operating a gaming device, said method comprising:

(a) displaying a plurality of player selectable selections, wherein a terminator is associated with at least one of said player selectable selections;

(b) enabling a player to select at least one of said selections not previously selected;

(c) providing a first award to the player if the player selected selection is not associated with one of said terminators;

(d) providing a second award to the player if the player selected selection is associated with one of said terminators, wherein said second award is at least partially based on the number of remaining non-selected selections that are not associated with one of said terminators; and

(e) repeating steps (b) to (d) at least once if the player selected selection is not associated with one of said terminators.

36. The method of Claim 35, wherein said second award is based on providing a value to the player a number of times, wherein said number of times is at least partially based on the number of remaining non-selected selections that are not associated with one of said terminators.

37. The method of Claim 35, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of remaining non-selected selections that are not associated with one of
5 said terminators.

38. The method of Claim 35, which includes the step of operating the gaming device through a data network.

10 39. The method of Claim 38, wherein the data network is an internet.

40. The method of Claim 35, wherein computer instructions for implementing steps (a) to (e) are stored in a memory device.

41. A method for operating a gaming device, said method comprising:

(a) displaying a plurality of selections, wherein a terminator is associated with at least one of said selections;

5 (b) causing a selection of one of said selections not previously selected;

(c) providing a first award to the player if the selected selection is not associated with one of said terminators;

(d) providing a second award to the player if the selected
10 selection is associated with one of said terminators, wherein said second award is at least partially based on the number of remaining non-selected selections that are not associated with one of said terminators; and

(e) repeating steps (b) to (d) at least once if the player
15 selected selection is not associated with one of said terminators.

42. The method of Claim 41, wherein said second award is based on providing a value to the player a number of times, wherein said number of times is at least partially based on the number of
20 remaining non-selected selections that are not associated with one of said terminators.

43. The method of Claim 41, wherein said second award is based on providing a number of values to the player, wherein the number of provided values is at least partially based on the number of remaining non-selected selections that are not associated with one of said terminators.

44. The method of Claim 41, which includes the step of operating the gaming device through a data network.

45. The method of Claim 44, wherein the data network is an internet.

46. The method of Claim 41, wherein computer instructions for implementing steps (a) to (e) are stored in a memory device.

47. A method of operating a gaming device, said method comprising:

(a) displaying a plurality of selections, wherein at least one of said selections is associated with a terminator and a plurality of said

5 selections are each associated with one of a plurality of values;

(b) causing a selection of one of said selections not previously selected;

(c) providing any value associated with said selected selection to the player;

10 (d) repeating steps (b) to (d) until said terminator is associated with said selected selection; and

(e) provide an award to the player, wherein said award is at least partially based on the number of non-selected selections that are not associated with said terminator.

15

48. The method of Claim 47, which the player is enabled to select one of said selections.

49. The method of Claim 47, wherein said award is based on providing one of said values to the player a number of times, wherein said number of times is at least partially based on the number of non-selected selections that are not associated with said terminator.

5

50. The method of Claim 47, wherein said award is based on providing a number of said values to the player, wherein the number of provided values is at least partially based on the number of non-selected selections that are not associated with said terminator.

10

51. The method of Claim 47, wherein each of said selections is associated with one of said values.

52. The method of Claim 47, which includes a plurality of terminators associated with a plurality of said selections.

15

53. The method of Claim 47, which includes the step of operating the gaming device through a data network.

54. The method of Claim 53, wherein the data network is an internet.

20

55. The method of Claim 47, wherein computer instructions for implementing steps (a) to (e) are stored in a memory device.